

## **AMENDMENTS TO THE CLAIMS**

This listing of claims replaces all prior versions, and listings, of claims in the application:

### **Listing of Claims:**

1. (Currently Amended) A system that facilitates management of a build process, comprising:

a build process processor that executes to build a project that includes ~~one or more~~ a plurality of build entities, wherein building the project includes compiling at least one of the ~~one or more~~ a plurality of build entities, the build entities including one or more project files, operating system account information, and one or more assemblies; and

a policy component that is accessed by the build process processor before building the project to determine a level of trust within which the build process executes, wherein the policy component specifies a level of trust for each build entity involved in the build process;

wherein the level of trust within which the build process executes is determined by analyzing the levels of trust associated with each of the ~~one or more~~ a plurality of build entities, and selecting the lowest level of trust of all involved build entities,

wherein the levels of trust include:

(i) levels that are representative of trusted, which has no restrictions on the build process,

(ii) semi-trusted, which has restrictions on the build process, the restrictions including preventing the build process from accessing the registry and from having Transmission Control Protocol/Internet Protocol (TCP/IP) access, and

(iii) untrusted, which causes the build process to fail,

wherein if the lowest level of trust is untrusted and the build process fails, the developer is notified.

2. (Canceled)

3. (Previously Presented) The system of claim 1, wherein the policy component includes one or more policy files that define the levels of trust for the build entities.

4. (Canceled)

5. (Currently Amended) The system of claim 1, wherein the one or more build entities ~~assemblies~~ include one or more of a project file, a task, or a logger, ~~and operating system (OS) account information.~~

6. (Previously Presented) The system of claim 3, wherein the policy files include a user defined policy file and a default policy file.

7. (Canceled)

8. (Previously Presented) The system of claim 1, wherein the associated level of trust of a build entity is determined by a location where the build entity is stored.

9. (Previously Presented) The system of claim 1, wherein if a build entity is not associated with a level of trust, the assigned level of trust for the build process is untrusted.

10. (Previously Presented) The system of claim 1, wherein at least one of the build entities is received at least by one of downloading from a website, as part of an e-mail, or from a version control system.

11. (Currently Amended) A system that facilitates management of a build process, comprising:

a build process processor that executes to build a project that includes ~~one or more~~ plurality of build entities, wherein building the project includes compiling at least one of the ~~one or more plurality of~~ build entities including one or more project files, operating system account information, and one or more assemblies; and

one or more policy files that are accessed by the build process processor before building the project to determine a permission level within which the build process executes, wherein the one or more policy files specify a level of trust for each of the plurality of build entities involved in the build process;

wherein the permission level within which the build process executes is determined by analyzing the levels of trust associated with each of the ~~one or more~~ plurality of build entities, and selecting the lowest level of trust of all involved build entities,

wherein the levels of trust include:

(i) levels that are representative of trusted, which has no restrictions on the build process,

(ii) semi-trusted, which has restrictions on the build process, the restrictions including preventing the build process from accessing the registry and from having Transmission Control Protocol/Internet Protocol (TCP/IP) access, and

(iii) untrusted, which causes the build process to fail,

wherein if the lowest level of trust is untrusted and the build process fails, the developer is notified.

12. (Canceled)

13. (Previously Presented) The system of claim 11, wherein the policy files assign a level of trust to a build entity by grouping storage locations that commonly store build entities and assigning a level of trust to the groupings such that if a build entity is stored in a location that is part of a certain group, the build entity is assigned the level of trust assigned to that certain group.

14. (Previously Presented) The system of claim 13, wherein if a build entity is stored in a location that is not included in any of the groupings in any of the policy files, the build entity is untrusted such that the build process executes under a permission level of untrusted.

15. (Currently Amended) The system of claim 11, wherein the one or more ~~build entities~~assemblies include one or more of a ~~project file, a task, or a logger, and operating system (OS) account information.~~

16. (Previously Presented) The system of claim 11, wherein the one or more policy files include a user defined policy file that defines a new permission level under which the build process may execute.

17. (Canceled)

18. (Previously Presented) The system of claim 11, wherein the one or more policy files are written in XML.

19. (Previously Presented) The system of claim 11, wherein the one or more policy files are adjusted automatically according to one or more parameters.

20. (Currently Amended) A computer storage medium having computer-executable instructions for performing a method for managing a build process, the method comprising:

receiving a command to build a project that includes ~~one or more~~ a plurality of build entities, the build entities including one or more project files, operating system account information, and one or more assemblies;

accessing one or more policy files to determine a level of trust for each of the ~~one or more~~ plurality of build entities, wherein the one or more policy files specify a level of trust for each of the plurality of build entities involved in the build process, wherein the levels of trust include:

(i) a trusted level that places no restrictions on the build process,,

(ii) a semi-trusted level that places restrictions on the build process, but still allows the build process to execute, the restrictions including preventing the build process from accessing the registry and from having Transmission Control Protocol/Internet Protocol (TCP/IP) access,, and

(iii) an untrusted level that causes the build process to abort;

determining the level of trust under which the build process executes by determining the lowest level of trust that is assigned to a build entity in the project; and

executing the build process with the determined level of trust, if the level of trust is trusted or semi-trusted, or failing the build process if the level of trust is untrusted.

21. (Canceled)

22. (Previously Presented) The computer storage medium of claim 20, further comprising sending a message when the build process fails.

23. (Previously Presented) The computer storage medium of claim 20, further comprising receiving input from a developer that defines criteria to be included in the one or more policy files to define how a level of trust is assigned to a build entity.

24. (Previously Presented) The computer storage medium of claim 23, wherein the criteria includes a location where a build entity is stored, or the user who is logged into the system.

25. (Previously Presented) The computer storage medium of claim 20, further comprising determining that the one or more policy files does not contain criteria that define a level of trust for one of the build entities in the project, and assigning an untrusted level of trust to the build entity.

26. (Currently Amended) The computer storage medium of claim 20, wherein one of the ~~one or more~~plurality of build entities is associated with at least two levels of trust.

27. (Canceled)

28. (Previously Presented) The computer storage medium of claim 20, wherein the one or more policy files includes a default policy file and a user-defined policy file.

29. (Previously Presented) The computer storage medium of claim 28, wherein the user-defined policy file overrides the default file when a conflict occurs.

30. (Previously Presented) The computer storage medium of claim 20, wherein at least one of the one or more policy files is stored with access restrictions.

31-36. (Canceled)

37. (Currently Amended) A method performed by a processor of a computer system for specifying a level of trust under which a build process is executed in an integrated development environment, the method comprising:

receiving, by a processor that executes code for the integrated development environment, a command to build a project that includes ~~one or more~~ a plurality of build entities, the build entities including one or more project files, operating system account information, and one or more assemblies;

accessing one or more policy files to determine a level of trust for each of the ~~one or more~~ plurality of build entities, wherein the one or more policy files specify a level of trust for each of the plurality of build entities involved in the build process, wherein the levels of trust include:

- (i) a trusted level that places no restrictions on the build process,,
- (ii) a semi-trusted level that places restrictions on the build process, but still allows the build process to execute, the restrictions including preventing the build process from accessing the registry and from having Transmission Control Protocol/Internet Protocol (TCP/IP) access, and
- (iii) an untrusted level that causes the build process to abort;

determining the level of trust under which the build process executes by determining the lowest level of trust that is assigned to a build entity in the project; and

executing the build process with the determined level of trust, if the level of trust is trusted or semi-trusted, or failing the build process if the level of trust is untrusted.

38. (Previously Presented) The method of claim 37, further comprising sending a message when the build process fails.

39. (Previously Presented) The method of claim 37, further comprising receiving input from a developer that defines criteria to be included in the one or more policy files to define how a level of trust is assigned to a build entity.

40. (Previously Presented) The method of claim 39, wherein the criteria includes a location where a build entity is stored, or the user who is logged into the system.

41. (Previously Presented) The method of claim 37, further comprising determining that the one or more policy files does not contain criteria that define a level of trust for one of the build entities in the project, and assigning an untrusted level of trust to the build entity.

42. (Previously Presented) The method of claim 37, wherein one of the one or more build entities is associated with at least two levels of trust.

43. (Previously Presented) The method of claim 37, wherein the one or more policy files includes a default policy file and a user-defined policy file.

44. (Previously Presented) The method of claim 43, wherein the user-defined policy file overrides the default file when a conflict occurs.

45. (Previously Presented) The method of claim 37, wherein at least one of the one or more policy files is stored with access restrictions.